TRANSPUTOR

THE RULES OF TRANSPUTOR ARE SIMPLICITY ITSELF:
TO CLEAR EACH OF THE 32 SCREENS OF BRICKS USING THE BAT (TO THE LEFT HAND SIDE OF THE SCREEN) AND SPHERE, WITHOUT ALLOWING THE SPHERE TO FALL OFF THE EDGE...

TO HELP YOU WITH THIS CHALLENGE YOU ARE GIVEN 10 LIVES (ONE TAKEN AWAY EACH TIME YOU LOSE A BALL) AND 10 MISSILES WHICH DESTROY BRICKS (AND MARAUDING CREATURES) ON CONTACT. THERE ARE ALSO SOME BRICKS WHICH CAN HELP YOU BY GIVING YOU BONUSES WHEN HIT (E.G. EXTRA LIVES AND MISSILES, LARGER BAT, KEYS WHICH EXIT YOU TO THE NEXT SCREEN ETC.)

ONCE BOOTED UP, THE OPTIONS ARE CHOSEN USING THE MOUSE, BUT ONCE INTO THE GAME YOU MUST USE EITHER THE JOYSTICK OR KEYBOARD (THE KEYS IN OPERATION UPON BOOTING ARE;

AMIGA: CURSOR LEFT (LEFT, TOWARDS YOU)
CURSOR RIGHT (RIGHT, AWAY FROM YOU)
SPACE (FIRE MISSILE)
ESC (PAUSE)

ATARI ST: O (LEFT, TOWARDS YOU)
P (RIGHT, AWAY FROM YOU)
SPACE (FIRE MISSILE)
ESC (PAUSE)

THESE KEYS CAN BE CHANGED USING THE REDEFINE KEYS OPTION.

IF YOU WISH TO EXAMINE THE SCREENS BEFORE PLAYING THEM, GO TO THE VIEW SCREENS OPTION. YOU WILL SEE THAT THE NUMBERED SCREENS ARE SPLIT INTO COLOUR CODED GROUPS OF FOUR (I.E. 1 TO 4, 5 TO 8 ETC. UP TO 29 TO 32). WHEN YOU EXIT TO PLAY TRANSPUTOR, YOU WILL BEGIN AT THE FIRST SCREEN OF THE LAST GROUP OF FOUR YOU VIEWED (I.E. IF THE LAST SCREEN YOU EXAMINED WAS NUMBER 19, YOUR NEXT GAME WILL BEGIN AT SCREEN 17).

IF YOU WISH TO EXAMINE THE DIFFERENT TYPES OF BRICKS, GO TO THE VIEW BRICKS OPTION AND SIMPLY GO THROUGH THEIR SEPARATE CHARACTERISTICS. FOR EASY ACCESS HOWEVER, THEY ARE ALL PRINTED TOGETHER ON THIS LEAFLET.

FINALLY, SHOULD YOU REACH THE EXALTED HEIGHTS OF THE HIGH SCORE TABLE, SIMPLY TYPE IN YOUR NAME ON THE KEYBOARD AND PRESS RETURN.

YOU NOW HAVE ALL THE INFORMATION YOU REQUIRE: IT IS TIME TO ENTER THE REALM OF...

TRANSPUTER

100 POINTS

200 POINTS

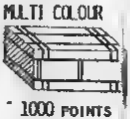
300 POINTS

400 POINTS

500 POINTS

600 POINTS

700 POINTS



1000 POINTS

ORANGE/BLUE

1 EXTRA MISSILE

GREEN/RED/ORANGE

2 EXTRA MISSILES

BLUE/GREY

3 EXTRA MISSILES

MULTI COLOUR

4 EXTRA MISSILES

GREEN/RED

2500 POINTS

GREY/RED

5000 POINTS

GOLD

50000 POINTS

EXIT TO NEXT SCREEN

BLUE

10000 PTS. HIT 3 TIMES

BLUE/RED

20000 PTS. HIT 5 TIMES

BLUE

6000 PTS. ROLLS ON FIRST HIT

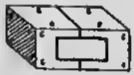
LARGER BAT

GREY/BLUE

SMALLER BAT

ORANGE/GREY

ELECTRIC BAT



ELECTRIC BAT

GREEN/GREY

MORE TIME ON ELECTRIC BAT

PURPLE/BLUE

1 EXTRA LIFE

1 EXTRA LIFE

EXTRA LIFE IF HIT IN TIME

TIME EXPIRED

1 EXTRA LIFE

DESTROY WITH MISSILE

GOLD

30000 PTS.
DESTROY WHEN CLOSED

DESTROYS ROW OF BRICKS

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